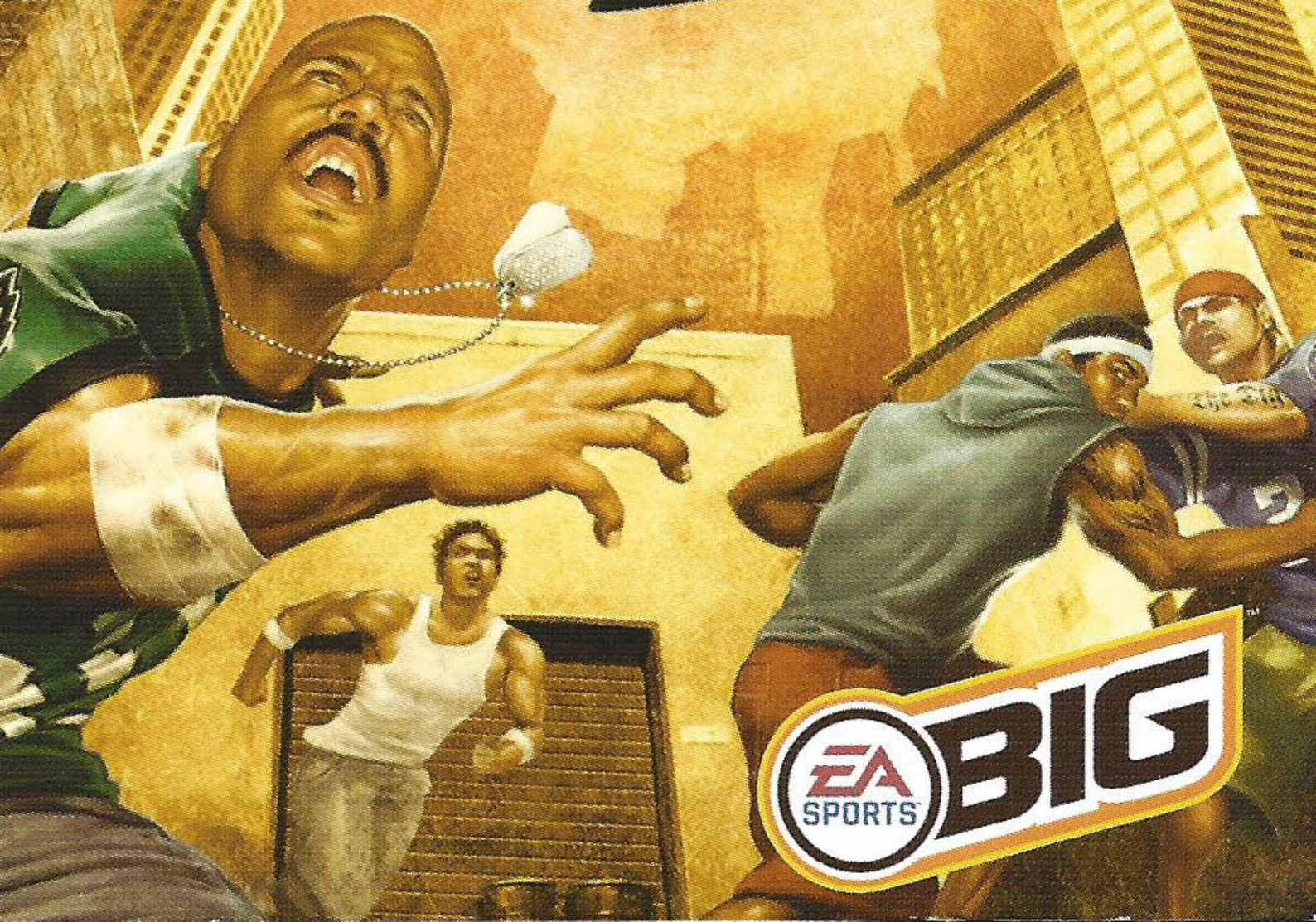


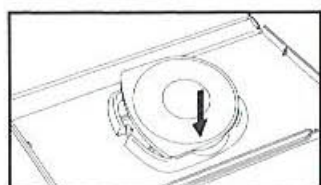


 STREET
UNLEASHED

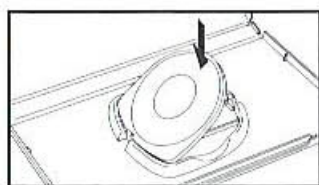


PRECAUTIONS

This disc contains game software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The PSP™ system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email anti-piracy@eu.playstation.com or call your local Customer Service number given at the back of this manual.

PARENTAL CONTROL

This PSP™ (PlayStation®Portable) Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.

ULES-00036

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PAN EUROPEAN GAMES INFORMATION (PEGI) AGE-RATING SYSTEM

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:-



For further information visit <http://www.pegi.info>

PARENTAL CONTROL LEVEL

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+
7	16+
5	12+
3	7+
2	3+

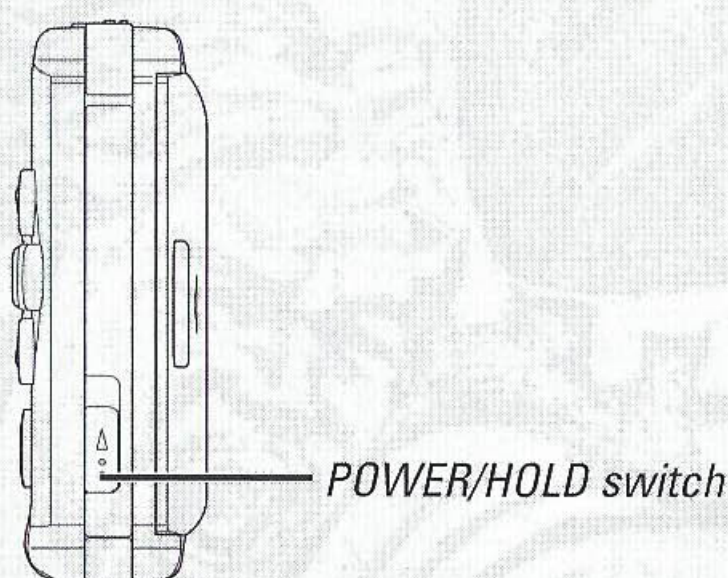
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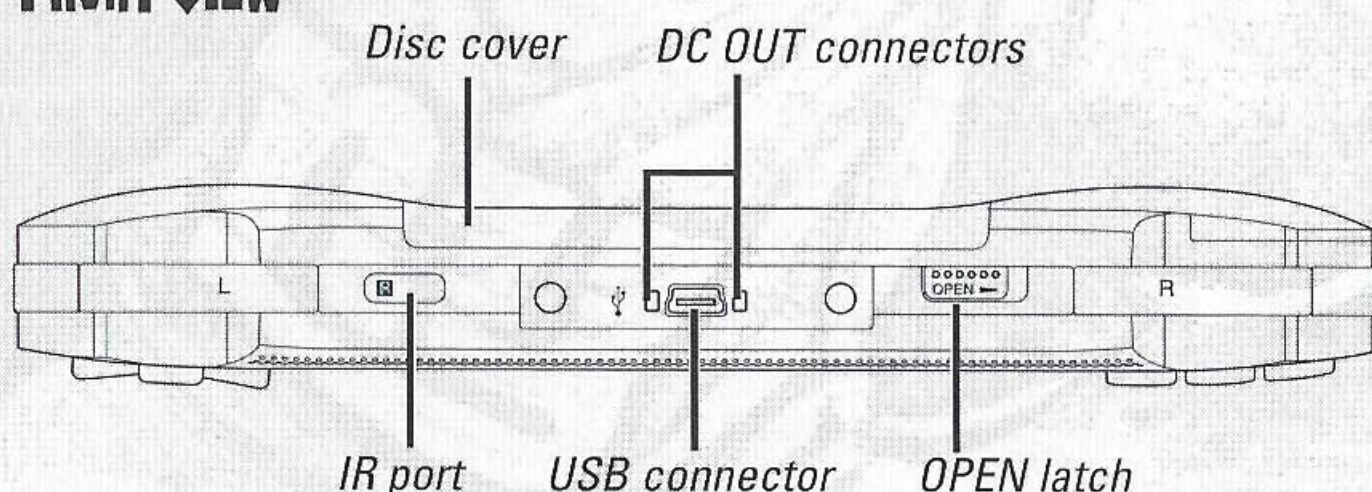
Take a look at EA SPORTS BIG™ on the web at
www.easportsbig.com

STARTING THE GAME

RIGHT SIDE VIEW



FRONT VIEW



1. Set up your PSP™ (PlayStation®Portable) handheld entertainment system according to the instructions in the PSP™ system Instruction Manual.
2. Turn the PSP™ system on. The POWER indicator lights up in green and the Home Menu is displayed.
3. Press the OPEN latch to open the disc cover. Insert the *NFL STREET 2: Unleashed* disc with the label facing the rear of the PSP™ system and then securely close the disc cover.
4. From the Home Menu, select the  icon and then the  icon. A thumbnail for the software is displayed. Select the thumbnail and press the  button to start the software.
5. Follow the on-screen instructions and refer to this manual for information on using the software.

Note: Do not eject a UMD™ while it is playing.

MEMORY STICK DUO™

Warning! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident.

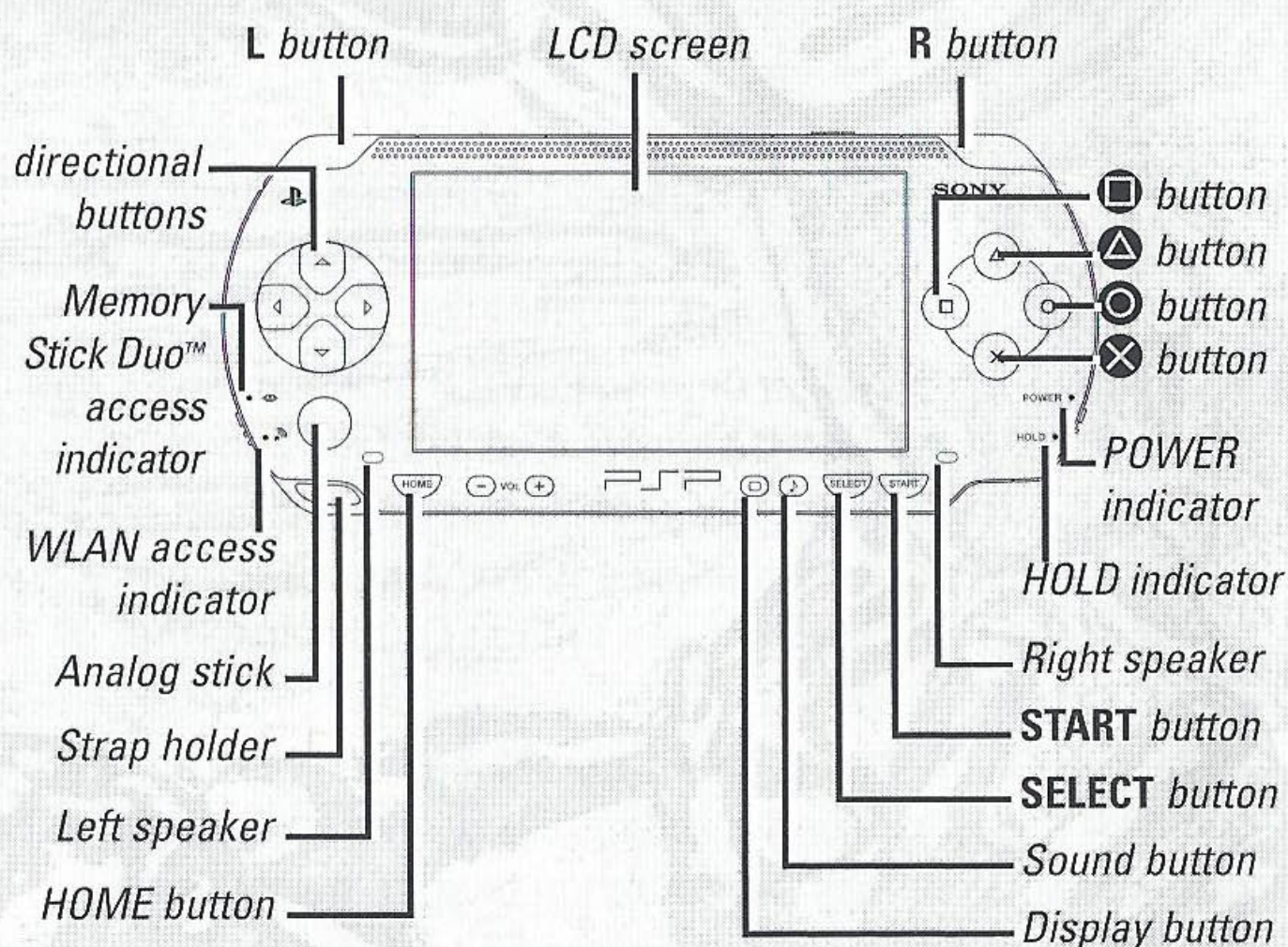
Warning! Do not push the POWER/HOLD Switch whilst data is being uploaded from the UMD™ as this may cause data corruption.

This title uses an autoload feature on boot up where any data present on the Memory Stick Duo™ will be autoloaded.

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of your system. You can load saved game data from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved games.

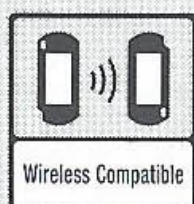
Note: Make sure there is enough free space on your Memory Stick Duo™ before commencing play.

PSP™ (PLAYSTATION®PORTABLE) SYSTEM



WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).



AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.



GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™ Game in their PSP™ system.



INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

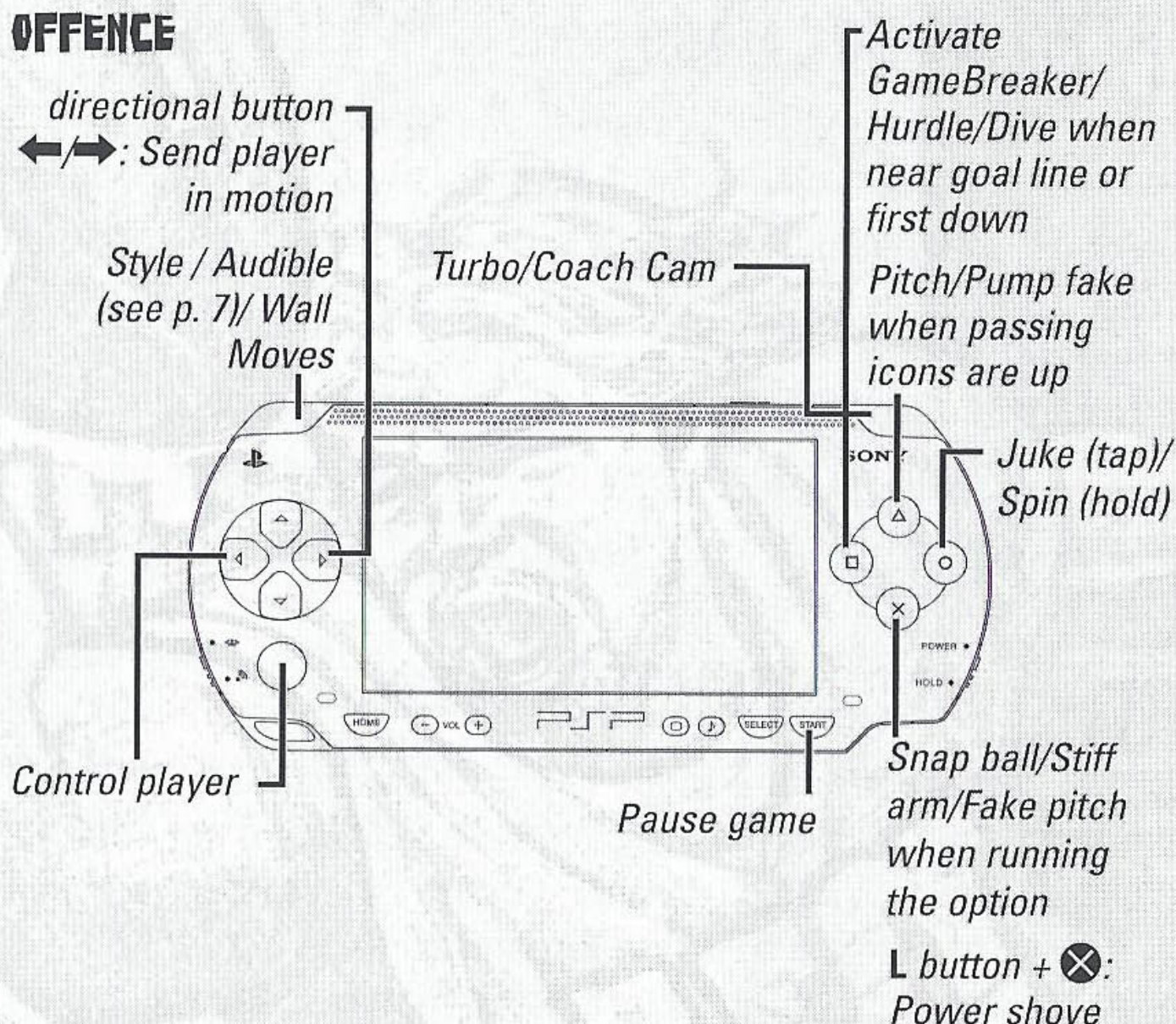
COMPLETE CONTROLS

MENU NAVIGATION

Highlight menu items	directional button  / 
Cycle choices/Move sliders	directional button  / 
Select/Go to next screen	 button
Return to previous screen	 button

Now nothing can keep you down, not even gravity. Elevate your game with high-flying Wall Moves.

OFFENCE

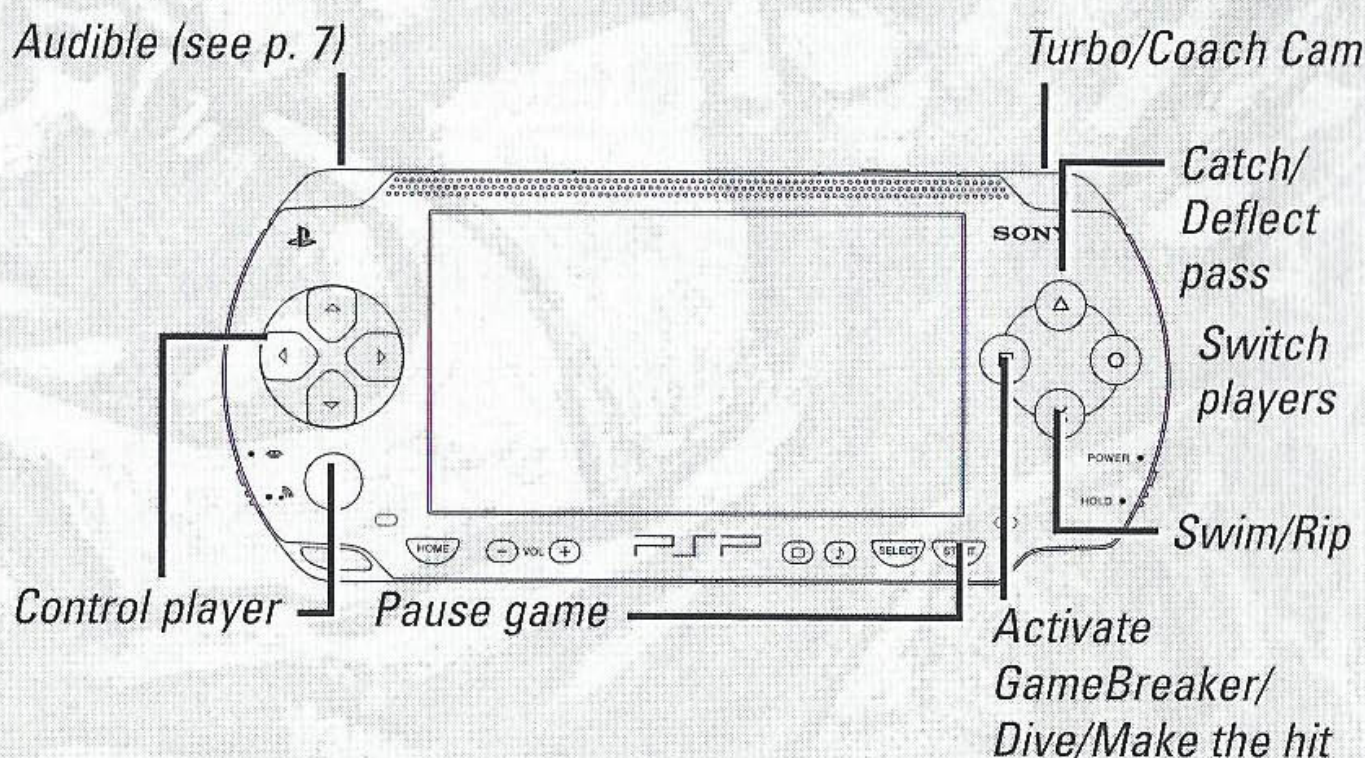


WALL MOVES

When you're next to a wall, make the defence grasp and gasp for air. Run up the side of a wall to avoid a hit, rise above the defence to make a big catch and earn huge Style Points by hitting Hot Spots (see p. 9).

Wall juke	L button + ○ button
Wall hurdle/Wall dive	L button + □ button
Wall catch	L button + △ button
Wall pass	L button + X button, □ button, ○ button

DEFENCE



Defensive Power Tackle

Press the **L** button + the  button to punish the ball carrier and force a turnover. The harder you hit him, the more likely he'll lose the ball. If you miss him, you'll be completely out of the play.

AUDIBLES

Keep your opponent guessing by changing the play at the line of scrimmage. To call an audible, press the **L** button at the line before the ball is snapped. Press the directional button in the direction corresponding to the new offensive play or defensive scheme you want to choose.

- On offence, go into Max Protect by pressing the **L** button to call an audible and then press the **R** button. Max Protect keeps at least one running back in the backfield to block and then releases him into a pattern on a pass play. This is useful in stopping blitzes.
- On defence, press the **L** button to call an audible and then press the **R** button to predict what type of play the offence is going to run. You boost your defensive attributes for the play by correctly predicting what the offence will do. However, if you guess incorrectly, your defensive attributes decrease for the play.

SETTING UP THE GAME

Grab your gear and make sure you bring your A game. Anything less won't cut it.

OPTIONS

There are two types of scoring systems: Touchdowns, where you play until a team reaches a certain score and Style Points where you win by earning the predetermined amount of Style Points. The Options menu is where you make that and many more key decisions.

USER ID

Create a User ID and use it every time you play to keep track of your teams and players, rewards and statistics. You must use a Memory Stick Duo™ to save a User ID.

TUTORIALS

The best way to get your game up to speed is by checking out the Tutorials in the Game Modes menu.

QUICK GAME

Jump into the action right away with a Quick Game.

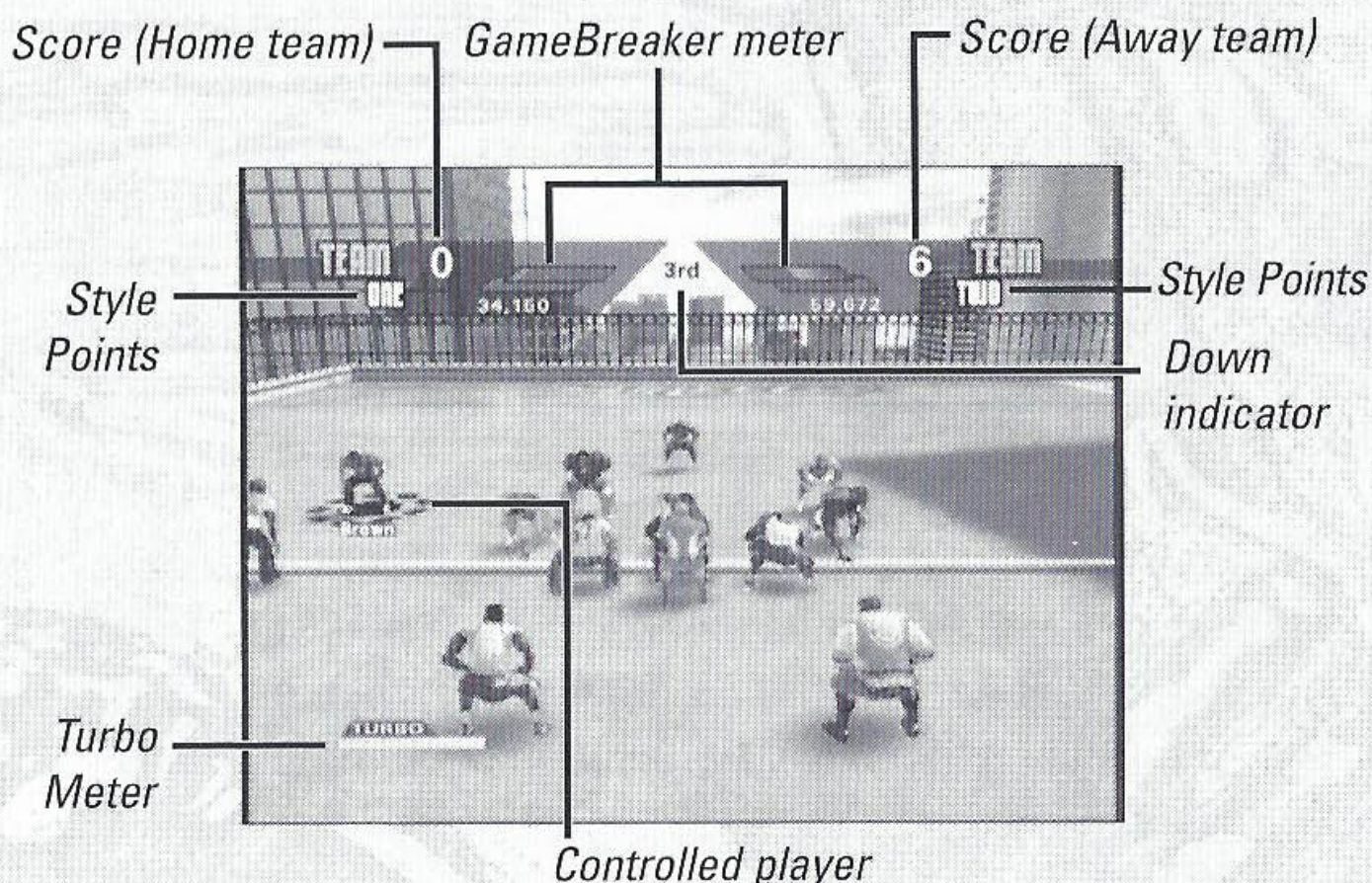
To play a Quick Game:

1. Select QUICK GAME from the Game Modes menu.
2. From the Select Teams screen, choose the match-up. Press the  button to make random selections.
3. Choose your seven players or select Auto Pick Players to let the CPU pick your players.
4. Choose READY to start playing or select LINEUPS to assign your players to positions on both sides of the ball (see p. 12).
5. Choose a playing field. Press the  button to pick a random field.

ON THE FIELD

With a little practice and a lot of attitude, you'll be a legend in no time.

GAME SCREEN



Note: In a Style Point scoring system, each offensive possession begins with the same field position to give you plenty of room to rack up some points.

PLAYCALLING

On offence you can pick Run, Pass and Trick plays. On defence, the three options are Stop Run, Short Pass and Long Pass. Each of the play types has multiple pages of plays to choose from to keep the other team guessing. Press the  button to flip the play before choosing it. Press the **L** button or the **R** button to scroll through the pages.

GAMEBREAKERS

When you earn enough Style Points, you're rewarded with a GameBreaker that you can use whenever it's available. There are two levels of GameBreakers. When you use a level 1 GameBreaker on offence each broken tackle, juke, spin, hurdle, pass, catch and stiff arm reduce your GameBreaker meter until it is empty. If you wait until you have enough Style Points to unleash a GameBreaker 2, your team automatically starts the play for you with some incredible athletic moves, which usually leads to a turnover when you're playing defence or an easy score when you're on the offensive side of the ball.

When your opponent has an active GameBreaker, you can cancel it by activating one of your own. The difference between your meters determines how much GameBreaker remains.

HOT SPOTS

Hot Spots are posters on the walls of various fields in *NFL STREET 2: UNLEASHED*. Making a Wall Move on a Hot Spot or tackling a ball carrier into one gives you a big boost in your GameBreaker meter and changes the Hot Spot to your team's logo. It also unlocks Legends' posters that you can track in the Stats and Rewards section of the Main menu.

- Legends are available in Pick Up games once they are unlocked. Once you have unlocked all of the Legends you can select the Legends' Team.

PAUSE MENU

Press the **START** button to access the Pause menu. From there you can adjust your lineup, change your options, review the button layout or quit the game.

GAME MODES

Challenge other players wirelessly, create a team and work your way out of the neighbourhood in the new Own the City mode. You can also take on the best in the NFL and much more.

OWN THE CITY

Create a player, pull together a team from your neighbourhood and dominate the streets one field at a time. Recruit the best players from the teams you beat as you build a reputation and pave your way to the ultimate showdown in the City against Xzibit's all-star team of NFL Players.

The fields you need to conquer are shown on the Own the City map. Select a field and start working your way down the list of challenges that range from Pick Up games, Street Events and team games that pit your squad against the local teams.

Each victory earns you Credits, which can be used in stores to purchase clothing, gear and more.

STREET EVENTS

From 4-on-4 showdowns to the every-man-for-himself battle zone known as Crush the Carrier, use the nine new Street Events to perfect your skills.

NFL CHALLENGE

Build a team and introduce yourself to the NFL. Win challenges and earn Development Points that improve your squad. After completing the challenges, you move on to a Tournament where you'll see how you stack up against the best in the NFL.

To begin an NFL Challenge, give your team a name, choose some cool colours and a logo and then edit your players.

- Modify your team at any time by selecting **MODIFY TEAMS** from the Main menu.

ATTRIBUTES

Development points don't come easily, so make sure you spend them wisely. Here are the ten player attributes:

PASSING	The speed and accuracy of passes.
SPEED	How fast a player runs.
BLOCKING	Run and pass blocking ability.

O-MOVES

The ability to use the walls and perform juke, spin and cut moves during receiver routes.

CATCHING

Pass and pitch catching ability.

RUN POWER

Ability to break tackles.

JUMPING

Ability to make jumping catches and interceptions.

TACKLING

Tackling ability and the accuracy of pursuit angles.

COVERAGE

Defensive coverage skills and reaction to the ball on passes, which leads to interceptions.

D-MOVES

Ability to get through, around and by blockers.

Note: The only way to increase your attributes beyond the normal max of Level 20 is by equipping Impact Gear. Unlock Impact Gear by completing challenges.

CHALLENGE MODE

Before entering the Tournament, you need to complete a series of unique challenges on every field. You're only allowed a certain number of days to prepare, so use them wisely. You can earn rewards for your team including Development Points, Impact Gear and a chance to add NFL players to your squad. The tougher the challenge, the bigger the reward.

NFL GAUNTLET

It's you against the entire NFL in the Gauntlet. Pick your team and then call out every squad in the league, one by one.

PICKUP GAME

Like any old-school pickup game, you alternate picks with your opponent to choose teams. Only in *NFL STREET 2: Unleashed*, you're choosing from a pool of current NFL players and legends. After you pick your seven players, set up the game as you would a Quick Game (see p. 8).

HEAD TO HEAD

Now you can take on your friends wirelessly across the room. Anyone with a PSP™ and a copy of *NFL STREET 2: Unleashed* can play head to head.

Visit the Head to Head Lobby to find a match up and to see the records of your available opponents.

PARTY PLAY

Party Play lets you challenge your friends to any of seven Street Events, using a single PSP™.

After choosing the number of players, highlight the name of each Street Event to read about it in detail. Pick the Event, choose your team and then show your friends how it's done. You'll be prompted when it's time to pass the PSP™ to the next player.

HINTS AND TIPS

PLAYER DEVELOPMENT TIPS

- When choosing players, keep in mind that everybody plays both sides of the ball. It's hard to find great all-around players. For example, a giant offensive lineman might be useful in pass protection, but his lack of speed could be a liability on defence.
- Make sure players have the right attributes for their positions. For example, quarterbacks need solid passing skills; wide receivers and defensive backs should have good speed, agility and coverage; and linemen need both blocking (for offence) and D-Moves (for defence). It also helps to make all your players good tacklers since everyone plays defence.
- Keep in mind that height and weight are crucial to player development. A skinny lineman will get pushed around in the trenches and a short wide receiver will get out jumped by taller DBs.

SAVING AND LOADING

You are able to save your progress, customised team and a personalised set of options to your Memory Stick Duo™. To enable Auto Save or to save and load files, select SAVE/LOAD from the Options menu. Then follow the on-screen instructions.

To save your progress during a game, press the **START** button and then select SAVE/QUIT GAME. Saved games are tied to the active User ID. Make sure when you want load a saved game that the same User ID is active as when the game was saved.